

Joshua Yamamoto-Kim

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PROFESSIONAL SUMMARY

Full-stack software developer and Computer Science student at UC Riverside with hands-on experience in game safety and anti-cheat systems — from building adversarial testing tooling to supporting a live game community's moderation and enforcement systems. Proficient in Python, JavaScript/Node.js, Swift, and C++; experienced shipping team projects from concept to delivery and mentoring others in fast-paced environments.

EDUCATION

University of California, Riverside

B.S. Computer Science.

Riverside, CA

Expected Jun 2028

EXPERIENCE

Senior Mod: Cosmic Reborn Factions

Jan 2026 – Present

- Help manage a 300+ player Minecraft server and community, enforcing gameplay integrity and investigating cheating reports to maintain fair competition.
- Administer the Shiva anticheat system, analyzing detection logs and enforcing manual sanctions that contributed to 100+ confirmed cheater bans.
- Review anticheat detection flags across combat, click-speed, and movement heuristics to verify false positives prior to issuing temporary or permanent bans.
- Identify and ban linked alternative accounts used to evade enforcement actions, preventing repeat offenses across network restarts.
- Collaborate with developers to pre-test anticheat patches and server updates, verifying detection thresholds catch illicit behavior without penalizing legitimate player mechanics.
- Engineered turtleClient, a custom adversarial testing tool mimicking real client modifications (aim assist, velocity/movement overrides, automated actions) to stress-test detection coverage and validate anticheat updates.

SKILLS

Languages: Python, JavaScript, TypeScript, C++, Swift, HTML, CSS

Frameworks & Libraries: FastAPI, ReactJS, Express, Discord.js, mineflayer, JNI (Java Native Interface)

Tools & Platforms: Git/GitHub, Docker, PostgreSQL, Amazon AWS, WebSocket, SQLite, OAuth, Vultr (VPS), Discord API, TCP/IP Networking, Claude

PROJECTS

turtleClient: Minecraft Anticheat Testing Tool

2026 – Present

Personal Project github.com/MrCheesePro/turtleClient

- Built while moderating a Minecraft server for 8+ months: a DLL-injection tool that replicates real cheat behaviors (aim assist, velocity/movement modifiers, auto-fishing) to stress-test the server's anticheat and validate its detection coverage.
- Used JNI to bridge native C/C++ injection code with the Java-based client runtime, and built memory-dumping and string-extraction tooling to reverse-engineer client internals and identify realistic injection targets for testing.
- Organized the project into modular components (injector, loader, DLL, dumper tools) for maintainability across client and anticheat updates.

Linecheck: Urban Transit Reliability Monitor

2026 – Present

Personal Project transit.joshuyk.com

- Engineered a scalable, containerized tracking engine using FastAPI and PostgreSQL to ingest live GTFS-Realtime feeds across 2,500+ vehicles every 30 seconds, covering Boston MBTA and LA Metro.
- Architected a scheduled worker pipeline (APScheduler) polling live feeds, deriving stop arrivals, and aggregating hourly on-time reliability and headway stats per route.
- Built a companion React/TypeScript/Vite/Tailwind frontend with live maps, historical trend grids, and reliability rankings; set up CI via GitHub Actions for linting, type checking, and automated testing.

Minecraft Bot Platform: AFK Control Panel & Faction Utilities

2026 – Present

Personal Project afk.joshuyk.com

- Built a full-stack web control panel (Node.js/Express, WebSocket, SQLite) managing 20+ concurrent Minecraft AFK bots via mineflayer, with dual authentication (offline-mode login and Microsoft OAuth device-code flow) so no credentials are ever stored.
- Integrated a Discord.js bot linking Discord accounts to Minecraft usernames for identity verification and stat lookups, with faction-utility tools (wall-check/top timers, tax-goal tracking, leaderboards, real-time raid alerts) on a modular command/event handler.
- Per-user WebSocket hub for live console streaming and session-based auth with bcrypt hashing and per-user bot concurrency limits.

ACTIVITIES & LEADERSHIP

UC Riverside Esports

Jan 2026 – Present

Overwatch Player, UCR Gold

- Collaborate in high-pressure collegiate competition, committing 10+ hours weekly to strategic analysis, real-time in-game communication, and team coordination.

LANGUAGES

- Japanese: Native/Bilingual
- English: Native/Bilingual